Managing the Entire Screen Builder Server

This chapter covers the following topics:

- Starting and Stopping the Entire Screen Builder Server
- Server Settings
- Sending Messages
- Traces Setup
- License Files

Starting and Stopping the Entire Screen Builder Server

The properties of the Entire Screen Builder Server can only be modified when the Entire Screen Builder Server has been stopped. Edit controls are then available. Not all properties are shown when the Entire Screen Builder Server has been started.

When you stop the Entire Screen Builder Server, any running connections are terminated. As long as the Entire Screen Builder Server is stopped, it is not possible for the viewers to connect to a host session. You can send a message to all connected users to inform them that the Entire Screen Builder Server will be stopped (see *Sending Messages* below).

To stop the server and modify the properties

- 1. In the tree-view frame, select the "Entire Screen Builder" object (i.e. the name next to the plus sign).
- 2. In the command frame, choose the **Stop** button.

A message indicating that the server has been stopped is shown in the detail-view frame. This may take a while.

3. In the detail-view frame, choose the **OK** button.

The server settings can now be edited in the detail-view frame.

- 4. Modify the desired properties (see *Server Settings* below).
- 5. Choose the **Update Configuration** button.

To start the server

- 1. In the tree-view frame, select the "Entire Screen Builder" object (i.e. the name next to the plus sign).
- 2. In the command frame, choose the **Start** button.

A message indicating that the server has been started is shown in the detail-view frame. This may take a while.

3. In the detail-view frame, choose the **OK** button.

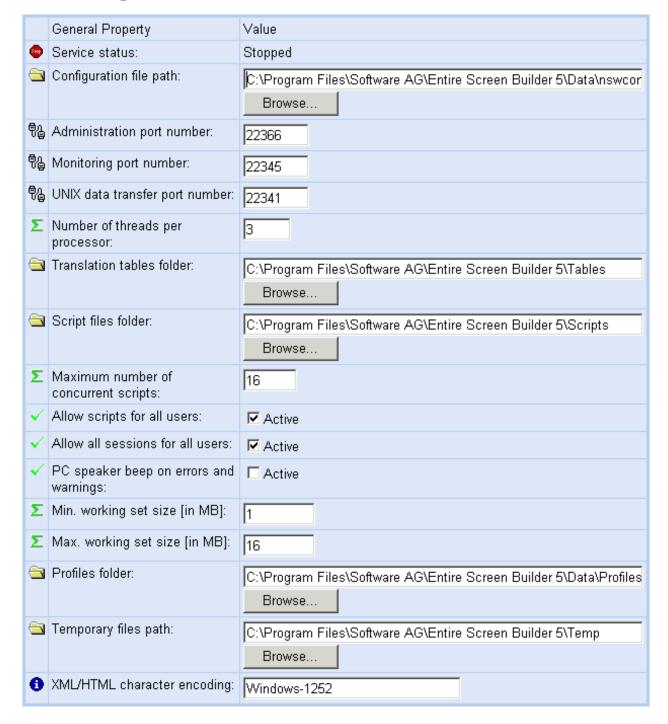
When the server has been started, the server settings cannot be edited in the detail-view frame.

Server Settings

The server settings can only be modified when the Entire Screen Builder Server has been stopped.

- General Properties
- System Defaults for Terminal Viewer
- Modules
- Commands

General Properties



Service status

Shows the current status of the Entire Screen Builder Server (i.e. stopped or running). This property cannot be modified.

Configuration file path

The full path to the configuration file *nswconfig.xml*.

Administration port number

The number of the port where the Administration module listens.

Monitoring port number

The port number for Entire Screen Builder's Server Management tool. This is the snap-in for the Microsoft Management Console (MMC). See also: *Defining the Entire Screen Builder Server* in the *Server Management* documentation.

UNIX data transfer port number

The number of the port where the UNIX data transfer module listens. This module is used for the data transfer between Natural and Entire Screen Builder.

Number of threads per processor

The Entire Screen Builder Server will create the specified number of worker threads to handle the communications to hosts and clients and to generate screens.

The default value is 3, but this value should be increased when the responsiveness of the server drops (i.e. the time for a new screen to be processed for a client increases but the server processor time as seen in the Windows NT Task Manager remains low).

Translation tables folder

The full path to the folder in which the translation tables are stored.

Script files folder

The full path to the folder in which the script files are stored. See the *Script Files* documentation for further information.

Maximum number of concurrent scripts

Each JavaScript requires its own thread to run in, so this value defines the number of scripts that can be started by different clients. Once the specified number of concurrent scripts has been reached, further requests to run scripts will be queued until another script has completed.

This number should never be set to more than about 100. It is ideally kept to below 20 (the default value is 16). If you have many scripts that run frequently and request data from clients, you should increase this to the maximum value.

Allow scripts for all users

When this check box is selected, all scripts are automatically allowed for all users. Activate this property if you do not use the user profile feature. Note that this overwrites the settings for scripts in the user profiles.

Allow all sessions for all users

When this check box is selected, all sessions are automatically allowed for all users. Activate this property if you do not use the group profile feature. Note that this overwrites the settings for sessions in the group profiles.

PC speaker beep on errors and warnings

When this check box is selected, the PC speaker beeps when an error occurs or when a warning is issued. This is a default setting which does *not* overwrite the settings in the user profile.

Min./Max. working set size

These properties are not supported on UNIX. On UNIX, these text boxes are therefore set to read-only.

The minimum and maximum working set size values are used to reserve a fixed section of memory for the Entire Screen Builder Server. This reduces the number of page faults generated by the operating system and enhances the performance of the server. If the maximum memory requirement of the server is calculated using the values below, you can use these values as the minimum and maximum entries.

The number of concurrent connections per server depends on the amount of physical memory on the system. Approximately 75K of RAM is required per concurrent user. You should add approximately 4MB for server overhead and approximately 10MB of additional spare memory for system overheads.

The values set here are used in a call to the Windows function SetProcessWorkingSetSize. For a more exact description of this function, see the following Microsoft website:

http://msdn.microsoft.com/library/default.asp?url=/library/en-us/dllproc/base/setprocessworkingsetsize.asp.

Profiles folder

The full path to the folder in which the user and group profiles are stored.

Temporary files path

The full path to the folder in which the temporary Entire Screen Builder files are stored.

XML/HTML character encoding

The character encoding to be used for the XML Version and for data transfer with HTML and XML. Entire Screen Builder uses "windows-1252" as the default encoding.

If you want to change the encoding for a specific host session, see *General Properties* in the section *Host Sessions*.

Important:

The PC codepage used for the translation tables determines the character encoding for XML and HTML files and for the XML Version.

System Defaults for Terminal Viewer

These options apply to anonymous users.



Input history

When this check box is selected, the Terminal Viewer stores up to 50 user entries. These entries are provided for selection in the input history window of the Terminal Viewer. It is then possible to execute a previously entered command once more or insert previously entered text in a field. See *Input History* in the *Terminal Viewer* documentation.

If you want to enable the input history for a defined user, see *Users*.

Language

The language in which the user interface of the Terminal Viewer is to be displayed. The user interface is not shown in the selected language until you quit the Terminal Viewer and start it once more.

If you want to change the language for a defined user, see *Users*.

Modules



When a module has been loaded and is working, its icon in the tree-view frame appears with color. Otherwise, the icon is black and gray.

Mark the check boxes for the modules that are to be loaded automatically when the Entire Screen Builder Server starts up.

GUI Version

For further information on this module, see *GUI Version* later in this documentation.

Terminal Version

For further information on this module, see *Terminal Version* later in this documentation.

XML Version

For further information on this module, see XML Version later in this documentation.

Commands

The available command buttons depend on the service status (i.e. whether the Entire Screen Builder Server has been stopped or is running). Command buttons that are currently not available are gray.

Start	Start the Entire Screen Builder Server. A message indicating the status is then shown in the detail-view frame.
Stop	Stop the Entire Screen Builder Server. A message indicating the status is then shown in the detail-view frame.
Send Message	Send a message to all currently connected clients. See below.
Traces Setup	Configure and activate tracing. See below.
License Files	Add new license files. See below.

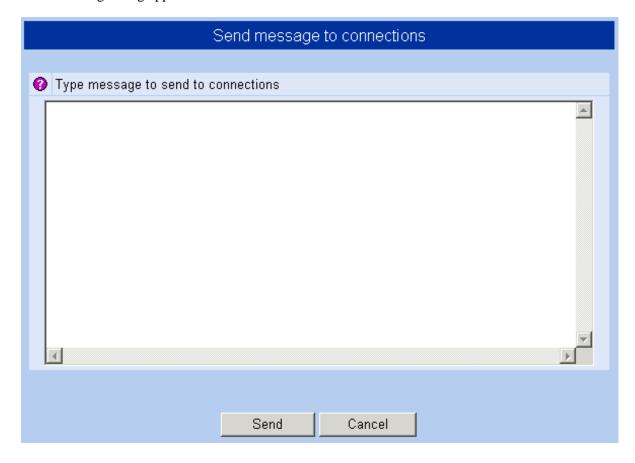
Sending Messages

When the server is running, you can send messages to all clients that are currently connected.

To send messages

- 1. In the tree-view frame, select the "Entire Screen Builder" object (i.e. the name next to the plus sign).
- 2. Choose the **Send Message** button in the command frame.

The following dialog appears:



3. Enter the desired message.

For example: "Server will be rebooted in 10 minutes".

4. Choose the **Send** button.

Traces Setup

This function is intended for problem analysis. It should only be used under supervision of your technical support. Tracing should be deactivated at all other times as it impacts the performance of the server.

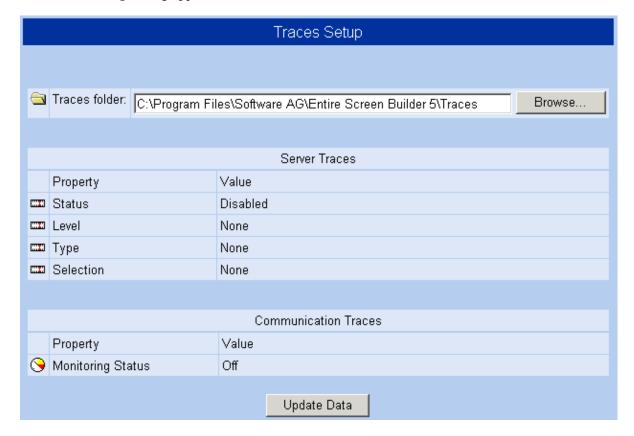
There are two types of traces which can be activated and deactivated independently of each other: server traces and communication traces.

The traces folder can only be changed when the Entire Screen Builder Server has been stopped. However, to activate or deactivate tracing or to configure the communication traces or server traces, the Entire Screen Builder Server must have been started.

▶ To change the traces folder

- 1. Make sure that the Entire Screen Builder Server has been stopped.
- 2. In the tree-view frame, select the "Entire Screen Builder" object (i.e. the name next to the plus sign).
- 3. Choose the **Traces Setup** button in the command frame.

The **Traces Setup** dialog appears.



4. Specify the full path to the traces folder.

Or:

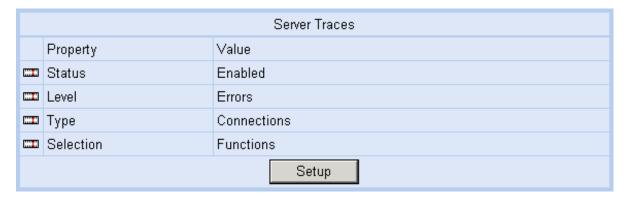
Choose the **Browse** button to select the folder from another dialog.

5. Choose the **Update Data** button.

To activate server traces

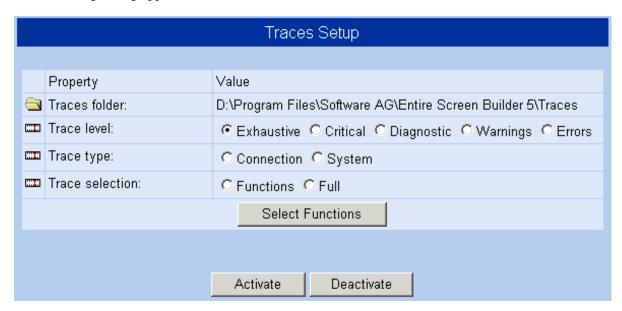
- 1. Make sure that the Entire Screen Builder Server has been started.
- 2. In the tree-view frame, select the "Entire Screen Builder" object (i.e. the name next to the plus sign).
- 3. Choose the **Traces Setup** button in the command frame.

The Traces Setup dialog appears. The upper part of the dialog applies to server traces.



4. Choose the **Setup** button.

The following dialog appears:



- 5. Modify the properties as advised by your technical support.
- 6. Choose the **Activate** button.

▶ To activate communication traces

1. Invoke the Traces Setup dialog as described above for the server traces.

The lower part of the dialog applies to communication traces.



2. Choose the **Activate** button.

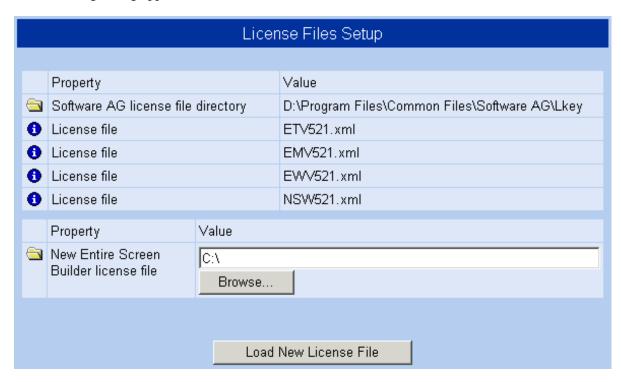
License Files

When the server is running, you can add new license files to your Software AG license file directory.

To add a new license file

- 1. In the tree-view frame, select the "Entire Screen Builder" object (i.e. the name next to the plus sign).
- 2. Choose the **License Files** button in the command frame.

The following dialog appears:



3. Specify the full path to the location containing the new license file as well as the name of the file.

Or:

Choose the **Browse** button to select the license file from another dialog.

4. Choose the **Load New License File** button.

The specified license file is now copied to the Software AG license file directory which is also indicated in the above dialog. At the same time, the new license file is loaded to the Entire Screen Builder Server and is used.

Note:

If you load the license file for the Entire Screen Builder SDK (*NSWnnn.xml*) to an existing production environment, the SDK has higher priority and the Entire Screen Builder Server then runs in development mode.